

CLAIMS:

1. A method for transmitting venue-based in-play camera views for display at a hand held device, said method comprising the steps of:

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transmitting an in-play camera view from at least one in-play camera located at an in-play location within a venue;

10 processing said in-play camera view for display on a display associated with a hand held device; and

displaying said in-play camera view on said display, thereby enabling a user of said hand held device to view said in-play camera views through said hand held device.

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2. The method of claim 1 further comprising the step of:

transmitting said in-play camera view from said at least one in-play camera to said hand held device in response to a user input.

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3. The method of claim 1 further comprising the step of:

recording a particular in-play camera view transmitted from said at least one in-play camera in response to a user input.

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4. The method of claim 1 further comprising the step of:

storing a particular in-play camera view transmitted from said at least

one in-play camera in response to a user input.

- 5        5.        The method of claim 3 wherein the step of storing a particular in-play camera view transmitted from said at least one in-play camera, further comprises the step of:

             storing said particular in-play camera view within a memory location.

- 10        6.        The method of claim 4 wherein said memory location comprises storage media.

7.        The method of claim 3 wherein said particular in-play camera view comprises an instant replay.

- 15        8.        The method of claim 1 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

9.        The method of claim 1 wherein said venue comprises a racing venue.

- 20        10.       A method for transmitting venue-based in-play camera views for display at a hand held device, said method comprising the steps of:

             capturing at least one in-play camera view from at least one in-play camera; and

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             transmitting said at least one in-play camera view directly from said at least one in-play camera located at an in-play location within a venue to at least one hand held device.

11. The method of claim 10 further comprising:

5 processing said at least one in-play camera view at said at least one hand held device for display on a display associated with said at least one hand held device; and

10 displaying said at least one in-play camera view on said display associated with said at least one hand held device, thereby enabling hand held device users to view said in-play camera view through at least one hand held device.

12. The method of claim 11 further comprising the step of:

15 receiving said at least one in-play camera view from said at least one in-play camera to said hand held device in response to a user input at said hand held device.

14. The method of claim 11 further comprising the step of:

20 recording a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

15. The method of claim 14 further comprising the step of:

25 storing a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

16. The method of claim 15 wherein the step of storing a particular in-play camera view transmitted from said at least one in-play camera, further comprises the step of:

5 storing said particular in-play camera view within a memory location.

17. The method of claim 16 wherein said memory location comprises storage media.

10 18. The method of claim 15 wherein said in-play camera views comprises instant replays.

19. The method of claim 10 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

15 20. The method of claim 10 wherein said venue comprises a racing venue.

21. A method for transmitting venue-based in-play camera views for display at a hand held device, said method comprising the steps of:

20 transmitting in-play camera views from at least one in-play camera located at an in-play location within a venue to enterprise equipment;

25 processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for display at a display screen associated with said at least one hand held device; and

transmitting processed in-play camera views to at least one hand held

device.

22. The method of claim 21 further comprising:

5 receiving processed in-play camera views at said at least one hand held device;

processing said processed in-play camera views for viewing on a display associated with said at least one hand held device; and

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displaying said processed in-play camera view on a display screen associated with said at least one hand held device, thereby enabling hand held device users to view said in-play camera views through at least one hand held device.

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23. The method of claim 22 further comprising the step of:

transmitting said in-play camera view from said at least one in-play camera to said hand held device in response to a user input.

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24. The method of claim 22 further comprising the step of:

recording a particular in-play camera view transmitted from said at least one in-play camera in response to a user input.

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25. The method of claim 22 further comprising the step of:

storing a particular in-play camera view transmitted from said at least

one in-play camera in response to a user input.

26. The method of claim 25 wherein the step of storing a particular in-play camera view transmitted from said at least one in-play camera, further  
5 comprises the step of:

storing said particular in-play camera view within a memory location.

27. The method of claim 26 wherein said memory location comprises  
10 storage media.

28. The method of claim 25 wherein said particular in-play camera view comprises an instant replay.

29. The method of claim 21 wherein said in-play camera location comprises  
15 a placement within at least one racing car competing within a racing venue.

30. The method of claim 21 wherein said venue comprises a racing venue.

31. A method for receiving venue-based in-play camera views for display at  
20 a hand held device, said method comprising the steps of:

receiving in-play camera views provided from at least one in-play camera at a hand held device;

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processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying said processed in-play camera view on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

5     32.     The method of claim 31 further comprising the step of:

receiving said in-play camera view from said at least one in-play camera at said hand held device in response to a user input.

10    33.     The method of claim 32 further comprising the step of:

recording a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

15    34.     The method of claim 33 further comprising the step of:

storing a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

20    35.     The method of claim 34 wherein the step of storing a particular in-play camera view transmitted from said at least one in-play camera, further comprises the step of:

storing said particular in-play camera view within a memory location.

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36.     The method of claim 35 wherein said memory location comprises storage media.

37. The method of claim 31 wherein said particular in-play camera view comprises an instant replay.

38. The method of claim 31 wherein said in-play camera location comprises  
5 a placement within at least one racing car competing within a racing venue.

39. The method of claim 31 wherein said venue comprises a racing venue.

40. A system for transmitting venue-based in-play camera views for display  
10 at a hand held device, said system comprising:

transmitter for transmitting an in-play camera view from at least one in-play camera located at an in-play location within a venue;

15 processor for processing said in-play camera view for display on a display associated with said hand held device; and

display for displaying said in-play camera view, wherein said display is associated with said hand held device, thereby enabling a user of said hand  
20 held device to view said in-play camera views through said hand held device.

41. The system of claim 40 wherein said in-play camera view is transmittable from said at least one in-play camera to said hand held device in response to a user input.

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42. The method of claim 40 further comprising

recorder for recording a particular in-play camera view transmitted from



said at least one in-play camera in response to a user input.

43. The system of claim 40 further comprising:

5 storage mechanism for storing a particular in-play camera view transmitted from said at least one in-play camera in response to a user input.

44. The system of claim 3 wherein said storage mechanism comprises a memory location.

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45. The system of claim 44 wherein said storage mechanism comprises storage media.

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46. The system of claim 42 wherein said particular in-play camera view comprises an instant replay.

47. The system of claim 40 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

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48. The system of claim 40 wherein said venue comprises a racing venue.

49. A system for transmitting venue-based in-play camera views for display at a hand held device, said system comprising:

25 recorder for capturing at least one in-play camera view from at least one in-play camera; and

transmitter for transmitting said at least one in-play camera view directly

from said at least one in-play camera located at an in-play location within a venue to at least one hand held device.

50. The system of claim 49 further comprising:

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processor for processing said at least one in-play camera view at said at least one hand held device for display on a display associated with said at least one hand held device; and

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display for displaying said at least one in-play camera view on said display, thereby enabling hand held device users to view said at least one in-play camera view through at least one hand held device.

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51. The system of claim 50 wherein said at least one in-play camera view is received at said hand held device from said at least one in-play camera to said hand held device in response to a user input at said hand held device.

52. The system of claim 50 further comprising:

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recorder for recording a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

53. The system of claim 52 further comprising the step of:

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storage mechanism for storing a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

54. The system of claim 53 wherein said storage mechanism comprises a

memory location.

55. The system of claim 54 wherein said memory location comprises storage media.

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56. The system of claim 53 wherein said in-play camera views comprises instant replays.

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57. The system of claim 49 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

58. The system of claim 49 wherein said venue comprises a racing venue.

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59. A system for transmitting venue-based in-play camera views for display at a hand held device, said system comprising:

transmitter for transmitting in-play camera views from at least one in-play camera located at an in-play location within a venue to enterprise equipment;

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processor for processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for display at a display associated with said at least one hand held device; and

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transmitter for transmitting processed in-play camera views to at least one hand held device.

60. The system of claim 59 further comprising:

receiver for receiving processed in-play camera views at said at least one hand held device;

processor for processing said processed in-play camera views for  
5 viewing on a display associated with said at least one hand held device; and

display for displaying said processed in-play camera view, wherein said display is associated with said at least one hand held device, thereby enabling hand held device users to view said in-play camera views through at least one  
10 hand held device.

61. The system of claim 60 further comprising:

transmitter for transmitting said in-play camera view from said at least  
15 one in-play camera to said hand held device in response to a user input.

62. The system of claim 60 further comprising:

recorder for recording a particular in-play camera view transmitted from  
20 said at least one in-play camera in response to a user input.

63. The system of claim 60 further comprising:

storage mechanism for storing a particular in-play camera view  
25 transmitted from said at least one in-play camera in response to a user input.

64. The system of claim 63 wherein said storage mechanism comprises a memory location.

65. The system of claim 64 wherein said memory location comprises storage media.

5 66. The system of claim 63 wherein said particular in-play camera view comprises an instant replay.

67. The system of claim 59 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

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68. The system of claim 59 wherein said venue comprises a racing venue.

70. A system for receiving venue-based in-play camera views for display at a hand held device, said system comprising:

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receiver for receiving in-play camera views provided from at least one in-play camera at a hand held device;

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processor for processing said in-play camera views for viewing on a display associated with said hand held device; and

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display for displaying said processed in-play camera view, wherein said display is associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

71. The system of claim 70 further comprising the step of:

receiver for receiving said in-play camera view from said at least one in-

play camera at said hand held device in response to a user input.

72. The system of claim 71 further comprising:

5 recorder for recording a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

73. The system of claim 72 further comprising:

10 storage mechanism for storing a particular in-play camera view transmitted from said at least one in-play camera, in response to a user input.

74. The system of claim 73 wherein said storage mechanism comprises a memory location.

15 75. The system of claim 74 wherein said memory location comprises storage media.

20 76. The system of claim 73 wherein said particular in-play camera view comprises an instant replay.

77. The system of claim 73 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

25 78. The system of claim 73 wherein said venue comprises a racing venue.